

## The Bazaar Generator



A market bustling with people as spices and exotic goods are sold, all players for 5 edition DUNGEONS & DRAGONS will once during their travels walk into these cool and useful Bazaars. As a DM you can use these tables to create and offer goods to any party group anywhere in the D&D world. Some famous Bazaars are located in the City of Brass in the Elemental Plane of Fire, Port Nyanzaru in Chult, and across the Sword Coast. This content is for you to use in any of your campaigns or quarts, I hope you will use it.

-Erdans Homebrew

Before you start reading look at the abbreviations below-

- Cp- copper piece
- Sp- silver piece
- Ep- electrum piece
- Gp- gold piece

You will also need the 5th edition *Dungeon Masters Guide*, *Players Handbook*, and the *Monster Manual*, which will need to be referenced for magical items, adventuring gear, and creature stat blocks. Furthermore, items in *italicized* are magical items and need to be referenced in the *Dungeon Master's Guide*. Any table in **bold** can be found later in the PDF, creatures in **bold** can be found in the *Monster Manual*.

# City Bazaar

## 1d6 Random Bazaar Name

- 1 Trinket Market
- 2 UnderCommon Bazaar
- 3 Bazaar of Wonder
- 4 Merchants Market
- 5 Grand Bazaar
- 6 Bazaar Of Gold

As players enter the Bazaar they can choose an item to actively look for. If they just wander around, roll on the **Random Merchandise Table**. As to attract attention to the Bazaar roll on the table below.

## 1d6

- 1 a seller offers 5 *potions of healing* for 5 gp
- 2 a *rare* magic item worth 600 gp
- 3 a *very rare* magic item worth 6,000 gp
- 4 a merchant giving free samples of exotic food
- 5 a *legendary* magic item worth 60,000 gp
- 6 a *Artifact* (10,000,000 gp)

For every hour spent in the Bazaar roll on the **Random encounter Table**.

Every section of the Bazaar has a dominant trade (See map at end of PDF for orientation).

- A1- Cloth, clothing, fabrics (table A1)
- A2- Food, pasties, spices (table A2)
- A3- Livestock, live animals, pets (table A3)
- A4- Leather, carpentry, smithy (table A4)
- A5- Weapons, armor (table A5)
- A6- Furs, animal products, trinkets (table A6)

- B1- Arcana focuses, other items (table B1)
- B2- Wines, alcohol, perfumes (table B2)
- B3- Magic, Bazaar Prince tent (table B3)
- B4- Medicine, herbs, holy symbols (table B4)
- B5- Jewelry, expensive goods (table B5)

Every Bazaar has a black market, as a DM you can place a black market in on any of the sections. If a rogue or other creature with connections can find the black market and buy goods of the **Black Market Table**.

As a DM you must describe the tent and the seller in it. Also the items in the Bazaar are or can be anything you choose. You also have to make prices for the items and sort them into the sections of the Bazaar.

### 1d20 Random Merchandise

- 1 Anything worth 1 cp
- 2 Anything worth 5 cp
- 3 Anything worth 1 sp
- 4 Anything worth 1 ep
- 5 Anything worth 1 gp
- 6 Anything worth 5 gp
- 7 Anything worth 10 gp
- 8 Anything worth 20 gp
- 9 Anything worth 30 gp
- 10 Anything worth 20 gp
- 11 Anything worth 30 gp
- 12 Anything worth 40 gp
- 13 Anything worth 50 gp
- 14 Anything worth 60 gp
- 15 Anything worth 80 gp
- 16 Anything worth 100 gp
- 17 Anything worth 120 gp
- 18 Anything worth 150 gp
- 19 Anything worth 200 gp
- 20 Anything worth 500 gp<

A player can add their perception to the roll in order to find something valuable.

### 1d10 Table B1

1	1 gp other things & spells
2	2 gp other things & spells
3	5 gp Arcana focus, other things, & spells
4	10 gp Arcana focus, other things, & spells
5	15 gp Arcana focus, other things, & spells
6	20 gp Arcana focus, other things, & spells
7	30 gp Arcana focus, other things, & spells
8	50 gp Arcana focus, other things, & spells
9	80 gp other things & spells
10	100 gp< other things & spells

### 1d10 Table A1

1	1 cp worth of 1sq. Yd. of cloth
2	1 sp worth of 1sq. Yd. of cloth
3	2 sp worth of 1sq. Yd. of cloth & common clothing
4	1 gp worth of 1sq. Yd. of fabric
5	2 gp worth of 1sq. Yd. of fabric & travelers clothing
6	5 gp worth of 1sq. Yd. of fabric & costumes
7	10 gp worth of 1sq. Yd. of fabric
8	15 gp worth of 1sq. Yd. of fabric & fine clothing
9	30 gp worth of 1sq. Yd. of fine cloth & fabric
10	50 gp< worth of 1sq. Yd. of super fine fabric

### 1d10 Table B2

1	1 cp of perfume
2	5 cp of perfume & ale
3	1 sp of perfume & alcohol
4	1 gp of perfume & alcohol
5	5 gp of perfume & alcohol
6	10 gp of perfume & wine
7	20 gp of fine perfume & fine alcohol
8	30 gp of fine perfume & fine alcohol
9	50 gp of super fine perfume & superb alcohol
10	80 gp< of super fine perfume & superb alcohol

### 1d10 Table A2

1	1 cp of spices & poor food
2	1 sp of spices & food
3	5 sp of spices & decent meal
4	1 gp of spices & nice food
5	5 gp of spices & fine food
6	10 gp of spices & fine food
7	20 gp of fine spices & super fine food
8	40 gp of fine spices & banquet
9	50 gp of super fine spices & banquet
10	80 gp< of super fine spices & big banquet

### 1d10 Table B3 (Use of the *Dungeon Masters Guide* for magic item tables)

1	Magic item table A
2	Magic item table A
3	Magic item table B
4	Magic item table B
5	Magic item table C
6	Magic item table C
7	Magic item table (1d6) 2,3,4,5 D /1,6 E
8	Magic item table (1d6) 3,5 D /2,4 E /1 F /6 G
9	Magic item table (1d6) 2,3,4 E /1,5 G /6 H
10	Magic item table (1d6) 3,5 G /2,4 H /1,6 I

### 1d12 Table A3

1	1 cp poultry & birds
2	5 cp decent poultry, bird & small pets
3	1 sp fine poultry, bird & small pets
4	5 sp poor livestock & medium pets
5	1 gp small livestock & nice pets
6	5 gp medium livestock & nice pets
7	10 gp cattle & other big livestock
8	15 gp oxen, carrying animals & fine pets
9	30 gp poor stead, mount, & fine pets
10	50 gp decent mout & super fine pets
11	100 gp fine mounts & super fine pets
12	200 gp< super fine mounts & extremely fine pets

## 1d10 Table B4

1	1 sp herbs for teas
2	1 gp herbs for teas
3	5 gp holy symbols, herbalism kit & healer's kit
4	10 gp healing herbs
5	15 gp fine healing herbs
6	20 gp healer's kit (20 uses)
7	25 gp fine healer's kit (30 uses)
8	40 gp instant cure herbs
9	50 gp fine instant cure herbs
10	80 gp< super fine instant cure herbs

## 1d12 Table A4

1	1 cp anything made by basic artisan
2	5 cp anything made by basic artisan
3	1 sp basic product
4	5 sp basic product
5	1 gp nice product
6	5 gp nice product
7	10 gp nice product
8	15 gp nice product
9	20 gp fine product
10	30 gp fine product
11	50 gp super fine product
12	100 gp< super fine product

1d10 Table B5 (*Dungeon Master Guide* for descriptions)

1	1 gb jewelry & art objects
2	5 gp jewelry & art objects
3	10 gp jewelry & art objects
4	25 gp jewelry & art objects
5	50 gp jewelry & art objects
6	100 gp jewelry & art objects
7	250 gp jewelry & art objects
8	500 gp jewelry & art objects
9	2000 gp art objects
10	7,500 gp< art objects

### 1d10 Table A5 (*Player's Handbook* for references)

1	5 cp weapon
2	1 sp weapon
3	1 gp weapon
4	5 gp weapon & armor
5	10 gp weapon & armor
6	20 gp weapon & armor
7	30 gp weapon & armor
8	50 gp weapon & armor
9	400 gp armor
10	1,500 gp< armor

### 1d10 Table A6 (trinkets in *Player's Handbook*)(Animal CR)

1	1 sp animal product & 1x on trinket table
2	1 gp animal product & 3x on trinket table
3	5 gp animal product & 10x on trinket table
4	10 gp animal product & 25x on trinket table
5	20 gp animal product & 30x on trinket table
6	30 gp animal product & choose $\frac{1}{4}$ on trinket table
7	50 gp animal product & choose $\frac{1}{4}$ on trinket table
8	80 gp animal product & choose $\frac{1}{2}$ on trinket table
9	100 gp animal product & choose $\frac{1}{2}$ on trinket table
10	500 gp< animal product & choose whole table

### 1d6 Black Market Table

1	10 gp illegal things & poisons
2	25 gp illegal things & poisons
3	50 gp illegal things & poisons
4	100 gp illegal things & poisons
5	500 gp illegal things & poisons
6	1,000 gp< illegal things & poisons

### Bazaar Prince Tent-

Everything on the list in the *Player's Handbook* of adventuring gear, already in packs. Also sells all of the weapons & tools. This tent is also a good place to find an exact product or tent.

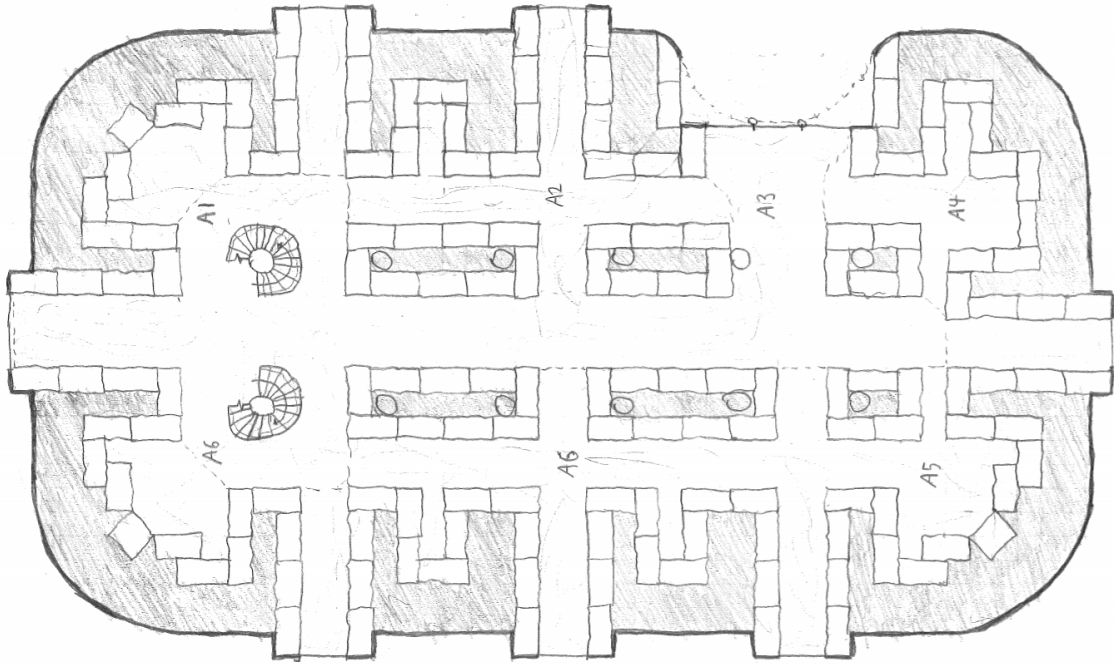
## 1d20 Random encounter Table

- 1        A man stops the characters and asks for them to assassinate the Bazaar Prince (reward 100 gp each).
- 2        An auction starts for one of the sections content related to that content with a +2 to that table.
- 3-4     A pickpocket picks the pockets of one character, to catch (perception, DC 15).
- 5-7     A guard patrol stops the characters (1 **Veteran**, 1d4+1 **Guards**).
- 8-12    An auction starts for a magic item of rarity, *rare-legendary*.
- 13-15   A guard patrol stops the characters (1 **Veteran**, 1d4+1 **Guards**).
- 16-17   A pickpocket picks the pockets of one character, to catch (perception, DC 15).
- 18       A cart spills its content in front of the characters (reward one piece of the content each).
- 19       An auction starts for one of the sections content related to that content with a +2 to that table.
- 20       A merchant (**Commoner**) is being robbed by 3 **Bandits** if the characters interfere... (reward 5 gp, *potion of healing* each).



# Maps

City Bazar 1.1



City Bazar 2.1

